TECH-BYTES NEWSLETTER

MIXED REALITY

COMPUTER SCIENCE

SEPTEMBER 2021

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if (interest=="Mixed Reality)
{
    Read Page1;
}
elseif(interest=="About your activities")
{
    Read page 4;
}
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MIXED REALITY → It is a combination of physical and digital world, unlocking natural and intuitive 3D human, computer and environment interactions. It is based on advancements in computer vision, graphical processing, display technologies, input systems and cloud computing → 2 main types of devices that deliver Windows Mixed Reality experiences:
- ❖ Holographic Devices
- ❖ Immersive Devices

AUGMENTED REALITY

Involves **overlaying visual, auditory** or other **sensory information** onto the world in order to enhance user's experience.

VIRTUAL REALITY

It is a **computer generated environment** with scenes and objects that appear to be real, making the user feel they are immersed in their surroundings.

MIXED REALITY

The next evolution in **Human, Computer and Environment Interactions.**

TYPES OF MIXED REALITY

Enhanced

Blended

Immersive

PRO'S

➔ Experience good.
➔ Detail view.
➔ Effective communication easily.
➔ Overcoming HMD camera limitations.

CON'S

➔ High cost.
➔ Environment is not trained real.
➔ We can't touch in real.
➔ You should not share the communication in group.

> Mixed Reality is the merging of real and virtual worlds to produce new environments and visualizations, where physical and digital objects co-exist and interact in real time.

MIXED REALITY

> Mixed Reality use a projector for displaying images on semi-transparent materials which will then reflected to the eye with the help of beam-splitting technology.
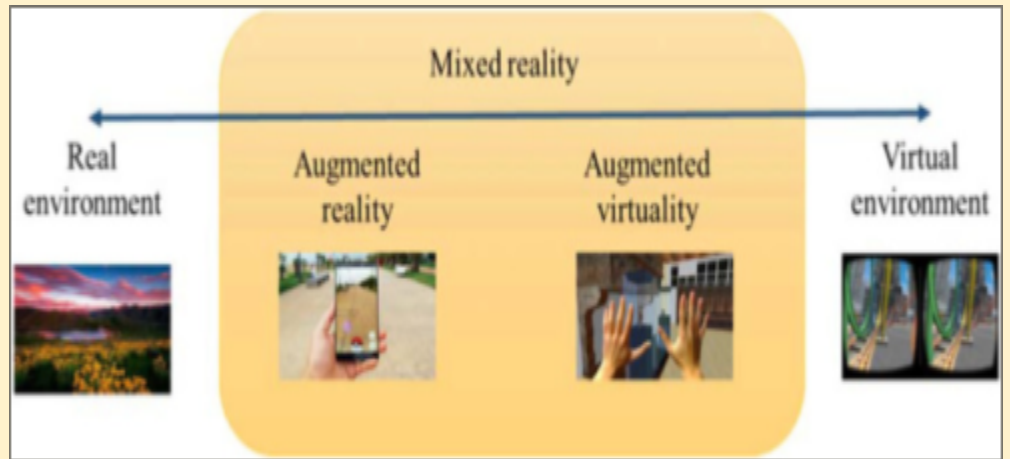
How it works?

Future scope in Mixed Reality

- ❏ The world as absolutely engrossed in the exciting future technologies. VR and AR being the most popular ones.
- ❏ This technology has a lot to offer than other industries, not just entertainment.

Quiz

1. Mixed Reality is the merging of _____ and _____.
2. VR mostly used in _____.
3. A game based on which animated franchise propelled AR into the mainstream in recent years ?
4. According to Digi-Capital, the global AR market is predicted to be worth approximately how much by 2022 ?
5. _____is a mediated environment which creates the sensation in a user of being present in a (physical) surrounding.
6. _____ is a type of VR environment in which subjects are visually isolated from the real environment.
7. A student scans an item in the real world and their phone tells them what it is.
8. A person using a zoom filter is known as_____.
9. What group was one of the first to start using Augmented Reality.
10. Which of the senses does not apply in Virtual Reality?

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by
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II M.Sc (CS)

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Check your answer in next issue

Newsletter Design - **P. Priyanka - II M.Sc (CS)**
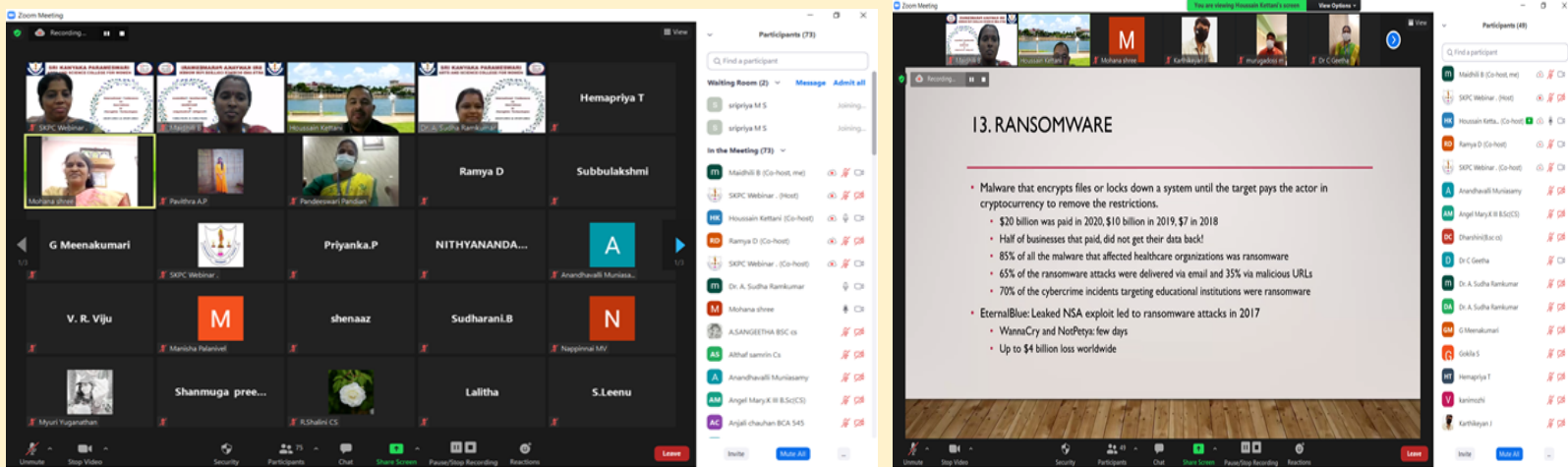Content Writer - **Students of II M.Sc (CS)**

CS VOICE

INTERNATIONAL CONFERENCE

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ICIDT 2021

Date	28-07-2021 & 29-07-2021
No.of Papers Received	36
No.of Participants	100

International conference ICIDT organized by Department of Computer Science along with Department of Computer Applications. Key note speakers were gave speech on recent trends in computer science. Participants from various parts of the world were participated. 4 best papers were awarded.

Orientation for I B.Sc(CS) conducted from 27-08-2021 to 04-09-2021.
Students are oriented through the following activities

1. Motivational Program
2. Alumni Speech
3. English Orientation
4. Basic Computer Skills
5. Connect4m,Library Usage

Refresher for II B.Sc(CS) and III B.Sc(CS) conducted from 22-07-2021 to 30-07-2021.
Students are oriented through the following activities

1. English Communication
2. Motivational Program
3. Interdisciplinary Orientation